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A dark reflection of the man we know

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Face to face with Q for the first time

KAZON RAIDER
Causing havoc in the Delta Quadrant

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THE OFFICIAL STAR TREK[®] FACT FILES



STAR TREK[™]

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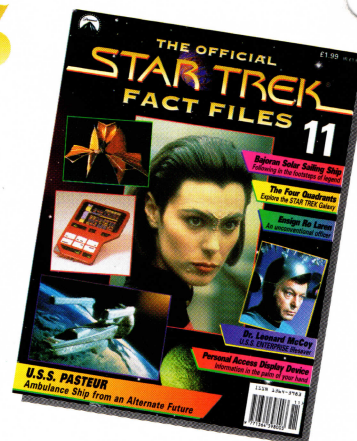
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3

ALPHA QUADRANT



CHARTING
THE GALAXY

ACAMAR III

CLASS-M PLANET

The third planet in the **Acamar** solar system, **Acamar III**, is host to a humanoid race consisting of two main clans, the **Trelestras** and the **Lornaks**. In 2086, a blood feud begins between the two clans which will last almost 200 years and nearly annihilate one clan. By the 2280s, only five Trelestras are left alive, after a concerted effort to eliminate them on the part of the Lornaks.

The **Gatherers**, a nomadic Acamarian clan,



Yuta, the last surviving member of the clan Trelesta, is chef and chief food taster to the Acamarian political leader, Sovereign Marouk – the perfect cover for her murderous schemes.

leave their homeworld to roam the galaxy in 2266 after they refuse to accept a negotiated peace agreement between the Lornaks and the Trelestras. Instead, the Gatherers opt for a space pirate existence, raiding outposts and planets in nearby star systems.

When the crew of the **U.S.S. Enterprise NCC-1701-D** find an outpost ransacked by the Acamarian Gatherers in 2366, they trace them back to their homeworld and journey there in an attempt to persuade the ruling government to help curb the dangerous and violent pirates.

In 2286, with only five of her race left alive, Yuta, a Trelesta, has her cells altered to reduce any signs of aging. Yuta survives well into the 24th century, and exacts a slow and methodical revenge on the Lornaks using a deadly microvirus specific to their race. Yuta's determined and almost successful efforts at



The U.S.S. ENTERPRISE orbits the planet Acamar III in 2366.

revenge finally come to an end in 2366 during negotiations on the planet **Gamma Hromi II**. **Commander Riker** is forced to kill her in what is to be her final act of revenge against **Chorgan**, a Lornak. With Yuta dead, negotiations are settled and the Gatherers agree to return to their homeworld of Acamar III.

ADELPHOUS IV

CLASS: UNKNOWN

This planet is the destination for the **U.S.S. Enterprise NCC-1701-D** following an incident of **Romulan** espionage aboard ship in 2367. To date, access to information on the status of **Adelphous IV** has been minimal.

ALDEA

CLASS-M PLANET

Located in the **Epsilon Mynos** system, the planet of **Aldea** remains virtually invisible – thanks to a powerful cloaking device – for many centuries. Aldean society, which allows its people to freely pursue intellectual and artistic interests, soon takes on a legendary status. The cloaking device shields their idyllic, utopian society from outside contact.

But every paradise has its price, and one of the side effects of the planet's cloaking device is a depleted ozone layer, which in turn causes the Aldeans to suffer from radiation poisoning, causing

mass sterility. The Aldeans abduct several children from the **U.S.S. Enterprise NCC-1701-D** in an attempt to repopulate the planet. When the **Enterprise** children are rescued, help is offered to dismantle the damaging cloaking device. It is believed that the Aldean ozone layer will eventually repair itself.



Wesley Crusher is one of the youths abducted by the Aldeans in 2364.

ALDEBARAN III

CLASS-M PLANET

This is the third planet in the **Aldebaran** solar system, where Doctors **Janet Wallace** and her husband **Theodore** work together studying carbohydrate compounds and their use to arrest the aging process in plant life. Janet Wallace, while stationed aboard the **U.S.S. Enterprise NCC-1701-D** during a crisis of hyper aging, suggests using the results of these experiments in an effort to save the crew. Later, **Dr. McCoy** discovers a simple adrenaline compound which can be used for inoculations. The deadly virus is brought aboard ship after a landing party return from the planet **Gamma Hydra IV**.

On Aldebaran III in 2371, **Belongo**, nephew of the **Ferengi Grand Nagus Zek**, is held for a minor transgression by **Starfleet** authorities.

Aldebaran whiskey is a highly prized – and highly potent – drink.

Captain Montgomery Scott enjoys a tippie of Aldebaran whiskey aboard a holographic version of his old starship, the U.S.S. ENTERPRISE. Commander Data, who offers Scott the drink, describes it as "green".





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3

ALPHA QUADRANT



CHARTING
THE GALAXY

ALFA 117

CLASS-M PLANET

This planet is visited by a geological survey landing party from the **U.S.S. Enterprise NCC-1701** in 2266. **Alfa 117**, although habitable, features wild fluctuations in surface temperatures, which range from approximately 24 degrees Celsius in the day to minus 88 degrees Celsius by night.

After a transporter accident causes **Captain Kirk** to be split into two separate personalities, other crew members are forced to remain on the planet surface until the problem is

fixed. While on the planet, the landing party face freezing to death. To counter the temperatures, they use their phasers on a lower setting to generate heat by firing on rocks. The rocks retain the heat and the party is kept warmer, although still in danger of freezing due to the planet's extreme temperature range.

After a series of tests aboard the *Enterprise*, Kirk is reintegrated back into his original self, and the landing party is eventually beamed safely back aboard the *Enterprise* – cold, but alive.



Stranded crew members from the **U.S.S. ENTERPRISE NCC-1701** huddle against the cold on the inhospitable surface of **Alfa 117**.

ALPHA CARINAE II

CLASS-M PLANET

In 2268, during testing procedures for the new multitronic M-5 computer designed by **Richard Daystrom**, a course is plotted for **Alpha Carinae II**. The new computer's goal is to analyze the surface and automatically report on the requirements for a potential landing party. The scan reveals life forms on **Alpha Carinae II**, a Class-M planet. Physical geography of the planet also reveals a series of islands. The M-5 computer is later disconnected from the **U.S.S. Enterprise** due to design problems.

AMUSEMENT PARK PLANET

CLASS-M PLANET

From orbit, the Class-M amusement park planet appears green. On the surface, the landscape is a mixture of lush vegetation and desert.

Located in the **Omicron Delta region**, the planet features subterranean computers fashioned by a sophisticated race, which allow visitors to experience their thoughts as realities.

In 2267, the **U.S.S. Enterprise** surveys the planet as a possible shore leave location. Initial contact with the unfamiliar

planet brings about much confusion to the landing party, as the power of the images brought to life are hauntingly real. **Dr. McCoy** even appears to be killed by a knight on horseback with a jousting pole.

Other images experienced by the crew include a Samurai warrior and a human sized, talking white rabbit.

Dr. McCoy rescues a fair maiden when thought becomes reality on the amusement park planet, where the crew of the U.S.S. ENTERPRISE take shore leave.



The fifth planet in the **Alpha Carinae** system is home to the **Drella**, an entity of unknown physical form, which derives energy from the emotion of love. The essence of the Drella contrasts greatly with the entity known as **Redjac**, one that thrives on fear and is responsible for numerous murders throughout the Galaxy, including several on Earth.

Mr. Spock refers to the Drella during a murder hearing on board the **U.S.S. Enterprise** in 2267.

ALPHA ONIAS III

CLASS-M PLANET

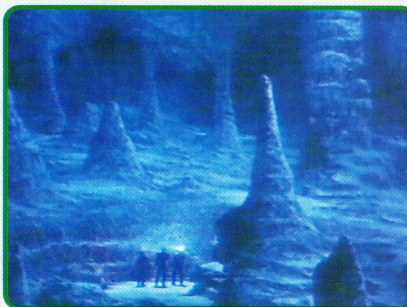
Although listed in **Federation** records as a Class-M planet, **Alpha Onias III** is considered inhospitable in its barren and desolate state.

Located near the **Romulan Neutral Zone**, Alpha Onias III has only one known life form. **Barash**, who is abandoned on the planet by his mother, is left with technology to allow him to perform neural scans

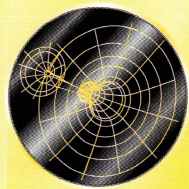
and transform matter into whatever form he desires.

Commander Riker is brought into Barash's world against his will in 2367, after a survey mission to the planet's surface. When the landing party beam back to the **U.S.S. Enterprise NCC-1701-D**, Riker is left behind by Barash, who fashions a fake existence for him. Set 16 years in his future, the illusion is an attempt to keep Riker as a new playmate.

A subterranean cave on Alpha Onias III provides the lonely Barash with sophisticated imaging devices to enhance his environment.



The true physical form of Barash reveals a humanoid shape with prominent eyes. Barash, who was left to his own devices on Alpha Onias III, tries to lure Commander Riker into his life by staging an elaborate fantasy set in the commander's future.

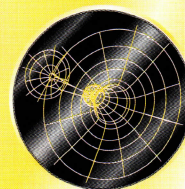


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 6



SPACE
PHENOMENA

MURASAKI 312 & TAURUS II

The quasar **Murasaki 312** and the nearby planet **Taurus II** cause plenty of problems for the crew of the **U.S.S. Enterprise NCC-1701**. Enough, in fact, to still warrant investigation of the phenomena a century later.

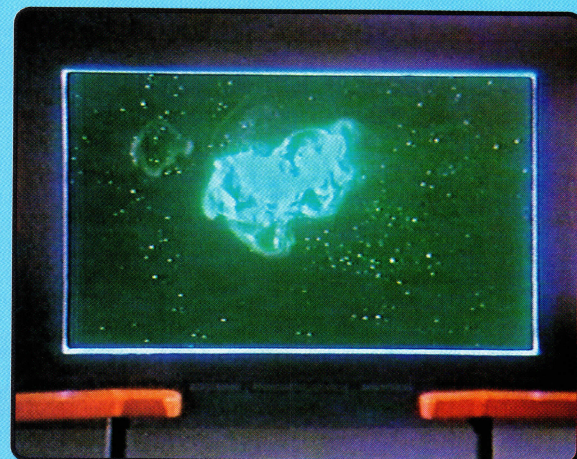
In the days of the **U.S.S. Enterprise NCC-1701**, Starfleet captains have standing orders to "investigate all quasars and quasar-like phenomena wherever encountered."

Quasars (short for quasi-stellar radio sources) are first identified during the second half of the 20th century. At this time, the phenomena are a complete mystery. Studies show that the quasar's energy output is up to two thousand times greater than that of an average galaxy. Some scientists believe quasars to be the cores, or the

nuclei, of young, far-distant galaxies (approximately 10 billion light years away). Another theory postulates that black holes serve as the quasar's energy source.

300 years later, Starfleet has collected very little additional information about

▶ **On the viewscreen of the U.S.S. ENTERPRISE NCC-1701, the Murasaki 312 quasar appears as nothing more than a harmless cloud. This gives little indication of the trouble it will soon cause the hapless crew of the space shuttle GALILEO.**



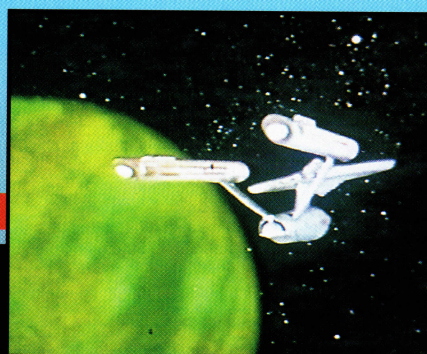
▶ **When the Murasaki quasar causes his crewmen to crash on Taurus II, Captain Kirk must decide whether to rescue them or to abandon them in order to ensure the completion of his mission.**



quasars. If they had, **Captain James T. Kirk** would not have acted as he did on Stardate 2821.5.

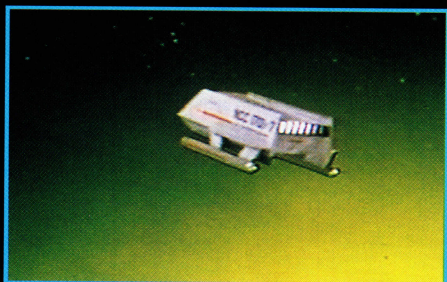
Danger ahead

The *Enterprise* is two days ahead of schedule as it moves through the **Taurus Constellation**, carrying emergency medical supplies for a rendezvous on **Makus III** – where another ship will receive and then deliver the medical cargo to the plague-infested **New Paris Colonies**.



TAURUS II - A NARROW ESCAPE

▶ **Eventually, the surviving crew of the GALILEO are able to escape from the inhospitable surface of Taurus II. Rising through the atmosphere of the planet, they return to the safety of their waiting ship.**



▶ **The U.S.S. ENTERPRISE orbits Taurus II. The damp, rocky landscape and rising mists of the planet's surface give it a greenish appearance from space.**

Unfriendly natives

While attempting to repair their damaged shuttle and return to the **U.S.S. Enterprise**, the crew are confronted by one of the locals – a fearsome-looking, hairy creature. However, as it is much less intelligent than humans, the creature may have been frightened rather than malicious.

▶ **The native life form encountered on Taurus II is vaguely humanoid in appearance, with long, shaggy fur to protect it against the cold. It has only rudimentary, primitive intelligence.**



| | |
|---------------|-------------------------|
| Planet | Taurus II |
| Class | M |
| Quadrant | Alpha |
| Also known as | No other names recorded |

| | |
|--------------|---|
| Native name | Unknown |
| Primary star | Unknown |
| Surface | Rocky, inhospitable |
| Atmosphere | Oxygen/carbon dioxide |
| Description | Cold, misty |
| Moons | Unknown |
| Life forms | Large, hairy, vaguely humanoid. Aggressive. |

Important Features Close to the Murasaki 312 quasar, which can interfere with ship controls. Dangerous nature of Taurus II poses a hazard to personnel forced to land on the planet.

Starship Log

STAR TREK (The Original Series)
'The Galileo Seven', STAR TREK:
THE NEXT GENERATION 'Data's Day'

Knowing that they are approaching the quasar named **Murasaki 312**, Kirk decides to use these two days to study the cloudy, massive quasar, which is larger than four complete solar systems – despite being warned of the dangers of such space phenomena.

Power problems

However, minutes after launching the **Galileo** shuttlecraft containing seven crew members, including three from the senior staff – **Mr. Spock**, **Dr. Leonard McCoy**, and **Chief Engineer Montgomery 'Scotty' Scott** – the Murasaki 312 effect begins battering the tiny craft. Her navigation indicators fluctuate wildly, radiation readings increase rapidly, and ionic interference disables communications. Even after turning off all engines, the nucleonic attraction of Murasaki 312 pulls the shuttlecraft straight into the heart of the phenomenon.

The *Enterprise* also experiences the Murasaki Effect, which causes massive interference, failed communications, and a

virtual scanner blackout that leaves only basic visual detectors functioning reliably, even after auxiliary power packs have been applied.

The *Enterprise's* computer provides a measurement of the quasar's power: negative ionic concentration 1.64 x 109 meters, radiation wavelength 370 Angstroms, harmonics upwards along the entire spectrum. In short, Murasaki 312 has single-handedly ionized the entire

sector – 20 light years across. It also creates an enormous blind spot, which severely hampers the *Enterprise's* (eventually successful) attempts to find its missing shuttlecraft.

Nearby planet

The closest planet to Murasaki 312 is **Taurus II**, found in the Taurus Constellation. It is here that the crew of the *Galileo* shuttle crash after the craft's instruments are effected by Murasaki 312. The planet has a rocky,

inhospitable landscape, with fine, steaming mists to hamper visibility. The only known indigenous inhabitants are large, hairy humanoid creatures which appear to be easily provoked into violence against unwelcome visitors. The crew of the shuttlecraft eventually manage to escape the planet and return safely to the *U.S.S. Enterprise*.

Though the *Enterprise* never returns to Murasaki 312, 100 years later her namesake, the **U.S.S. Enterprise NCC-1701-D**, has a far more benign interaction with the quasar. Like the original *Enterprise*, the latter-day ship's contact with Murasaki 312 is a by-product of its normal duties. While passing nearby, the ship trains long-range sensors on the quasar for several days. However, it seems that the phenomenon remains largely mysterious. Apparently, Murasaki 312 is still keeping secrets from curious scientists.



SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 6

MURASAKI 312 & TAURUS II



SPACE
PHENOMENA

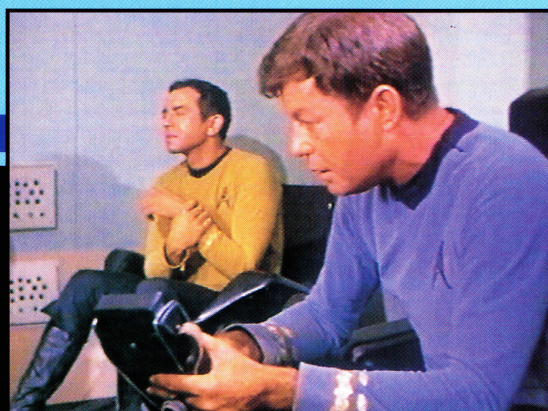
INHOSPITABLE PLANET

An unpleasant place to visit

The surface of **Taurus II**, the planet on which the damaged shuttle *Galileo* crash-lands, is rocky and misty – not a landscape likely to raise the crew's already battered morale. They are faced with a race against time, and must let the *U.S.S. Enterprise* know they are still alive before the ship leaves to complete its mission.



▲ The shuttle has been damaged in the crash-landing, but is by no means beyond repair. Mr. Spock must do what he can to get his crew airborne before they are attacked by the unfriendly natives. There is also the fear that the *U.S.S. ENTERPRISE* may leave without them, assuming them dead.



▲ Some of the crew are injured in the initial crash-landing. Luckily, Dr. McCoy and his medical tricorder are on hand to deal with the casualties and repair some of the damage.



◀ While Spock repairs the craft, other crew members explore the vicinity. The terrain is rocky and treacherous, with mists further obscuring their view. They must make progress carefully on the uneven rocks, unaware of what might be waiting for them around the next corner.



◀ The ground of **Taurus II** is covered by opaque, rising mists. As well as making the environment even more inhospitable, this makes visibility poor and reminds the crew that unseen danger could be lurking. Nervous and jumpy, they are ready to fire at any unexpected sound.



◀ Protecting their craft and securing the immediate area is the crew's first priority. Although Starfleet's main aim is to seek out new life, the crew have to be aware that, when they have arrived on a planet uninvited, the new life may try to kill them before opening negotiations.

GALAXY FACTS

● The *Galileo* was named for famed mathematician and astronomer Galileo Galilei (1564-1642).

● There have been at least five shuttles bearing the name *Galileo*, including the *Galileo 5*, which serviced the *U.S.S. Enterprise NCC-1701-A*.



The Guide to the STAR TREK Galaxy

FILE 9

CARD 1



THE TRILLS

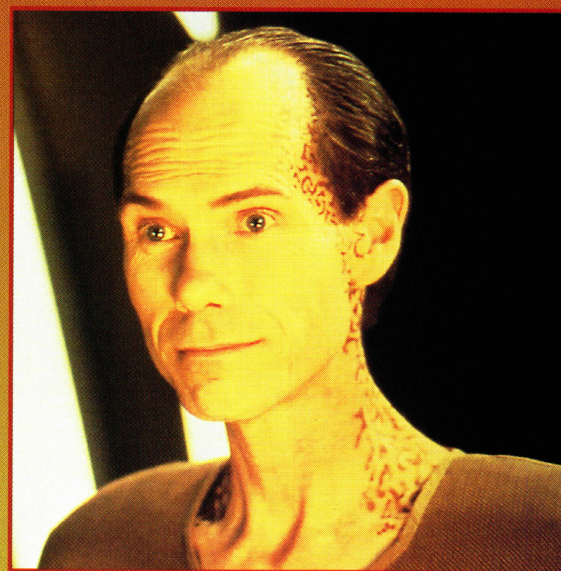
To the Federation's knowledge, Trills are a unique race in the Galaxy. They are a joined species, composed of a vermiform symbiont and a humanoid host — a state which enriches the lives of both creatures.

As a joined species, Trills enjoy a special relationship with the past and the future. They live many lifetimes with the benefit of remembrance, knowing that in all likelihood they will survive beyond the lifetime of an individual host. This gives them a certain air of wisdom and calm, shared

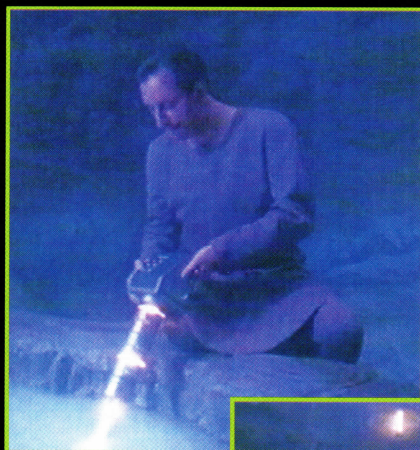
only by species of great longevity, such as **El-Aurians** and the **Vulcan** race. Trills try to rise above the temptations of romance and greed; however, the goal of all symbionts is to live a rich and varied existence through the bodies of their hosts.

The relationship between a Trill symbiont and its humanoid host is complex.

A joined Trill integrates the personalities of the host and the symbiont, while retaining the memories and personalities of all the symbiont's previous hosts. Coping with so many different elements can be difficult. For this reason, host candidates are screened very carefully. The host must have a strong desire to lead a full life, and



THE TRILL HOMEWORLD



Carers

Unjoined Trill symbionts live in the Caves of Mak'ala where they are cared for by the Guardians, a group of humanoid Trills who are not joined. The Guardians have little contact with other Trills, and devote their lives to caring for the symbionts.

Breeding pools

Before being joined to a humanoid host, Trill symbionts live submerged in pools of milky-colored liquid in dark caves below the planet's surface, to which they have to return in order to breed. Except when in these pools, the symbionts cannot survive independently of their humanoid hosts.



Beautiful cities

The surface of Trill boasts beautiful and advanced city architecture, spaciouly arranged in landscaped gardens which are a joy to behold.

Planet Trill
Class M **Quadrant** Alpha
Also known as Trill Homeworld

Atmosphere Nitrogen/Oxygen
Description Class-M planet
Life Forms Humanoid and vermiform, often joined together in a symbiotic relationship. Humanoid Trills vary widely in appearance.
Important Features The symbiotic relationship between Trill species developed after a planetwide ecological disaster.
Starship Log
STAR TREK: THE NEXT GENERATION
'The Host'; STAR TREK: DEEP SPACE NINE 'Emissary'; 'Dax'; 'Equilibrium'; 'Facets'; 'Rejoined'

Instant recognition

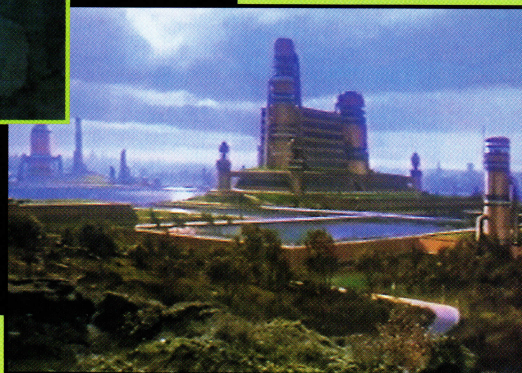
Most humanoid Trills can be identified by the brown, leopard-skin markings on their faces and bodies. Hosts of different appearance, however, are also known.

the will to pursue that life, otherwise he or she risks being overwhelmed by the symbiont's previous personalities.

Not all Trills are chosen to join with a symbiont. Every year at least 5000 candidates are accepted into the **Trill Initiate Program** but, in most years, only 300 symbionts are available for joining.

Preparation for joining

Trill Initiates go through a vigorous training program very similar to a university or an academy. However, while an initiate may do well in this part of the training, the visit with a joined Trill **field docent** is the deciding factor in whether or not the initiate is able to graduate to host status. The field docent must determine whether or not the initiate has the



strength of personal direction and independence to become a host. The field docent can challenge an initiate to find their path in many ways. If the initiate doesn't answer the challenge, he or she will get a black mark on their record. Worse yet, they can fall behind seemingly less qualified initiates by simply following the rules too closely, or trying to formulate their goals to please others.

Letting go of the past

Hosts are considered a link in the chain of a symbiont's life. Each link must be strong and unique.

There are many taboos in Trill society. One of the strongest is that no joined Trill is to resume a relationship with another Trill from a past host's lifetime. This means that a joined Trill must avoid former hosts' family members and lovers. When these paths are crossed, great measures are taken to assure that the joined Trills do not get too close.

Taboo subject

Resuming a relationship from a past-host lifetime is called 'reassociation'. It is considered quite unnatural, and the punishment for it is extreme. Joined Trills who reassociate are exiled, condemning the symbiont to die with that host body. As the primary instinct of the Trill host is to protect the life of the symbiont at all costs, reassociation happens only rarely.

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The Guide to the STAR TREK Galaxy

FILE 9

CARD 1

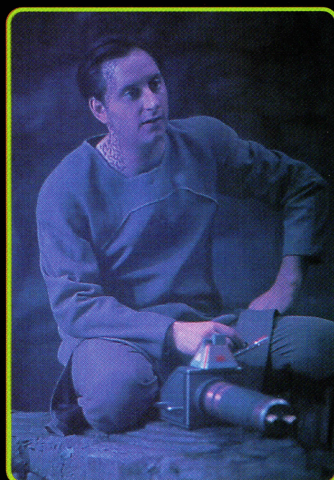


THE TRILLS

Trill breeding pools

The caves of Mak'ala spread for kilometers underneath the surface of the Trill homeworld. Here, unjoined symbionts are cared for by the Guardians. The electrical discharges by which the symbionts communicate in this state are visible as blue energy pulses.

Puzzled by recurring visions, Jadzia Dax returns to the Trill homeworld and the caves of Mak'ala. In the pools, she learns that Dax had another host, who was kept secret.



The Guardians have an extraordinary affinity for Trill symbionts. As well as caring for the symbionts in the breeding pools, they help to perform the zhian'tara ritual, in which the symbiont's former hosts temporarily possess the bodies of the current host's friends.

There have been occasions when Trill symbionts are joined with other species for a short time. In one such incident, **Ambassador Odan** is joined with **Commander Will Riker** when his Trill

host is fatally wounded in a shuttle accident. The symbiont would have died after a few hours in stasis had Riker not volunteered to serve as a temporary host. Fortunately, a new Trill host arrives within a

few days, as Riker begins to reject the symbiont as he would an infection.

Although reassociation is taboo, Trill symbionts are not punished for carrying on

GALAXY FACTS

Although the Trill public are told that only one humanoid Trill in every thousand is suitable for joining, the real incidence is much higher. The number of hosts accepted for joining is actually limited by the number of symbionts available.

relationships with other species from one joining to the next. Many joined Trills choose to carry on the work of past host lifetimes, as did Ambassador Odan.

A varied existence

The life of a Trill symbiont can be enriched by extreme variations in its hosts' personal goals. The symbiont **Dax** experienced the lifetimes of an expert pilot, a shy magician, an adventurer-ambassador, a kidnapper, briefly, a mentally ill composer, and, most recently, a Starfleet scientist named **Jadzia**.

LIVING LIVES TO THE FULL



The vermiform symbiont is a relatively small creature in comparison to its humanoid host. Outside of the breeding pools of the Trill homeworld, the symbiont can only survive for the shortest of periods outside a host body.



The symbiont is inserted into the humanoid host at abdominal level. The surgical operation is similar to that which would be used to transplant organs between members of other races.

Extended life

The vermiform symbiont is transferred from one host to another by a surgical operation. Through the symbiont, the humanoid host gains the memories and personalities of previous hosts, giving him or her a unique access to the symbiont's longevity.



The symbiont has a much longer lifespan than its humanoid hosts, and is transferred to a new, young host when each humanoid body dies. The accrued experiences of so many lifetimes gives the joined Trills an air of wisdom.



STARFLEET ACADEMY

DISPLAY MANEUVER

KOLVOORD STARBURST

The **Kolvoord Starburst** is the name given to a spectacular, but highly dangerous, aerobatic space maneuver which has been banned by **Starfleet** for more than 100 years. Unfortunately, some headstrong pilots, arrogant enough to want to show off their skills, do from time to time still attempt the maneuver, often with tragic results. If the Kolvoord Starburst could be performed safely, Starfleet would never have banned it.

In description, the maneuver sounds simple, but in execution it is far more difficult.

Five small, one-man spacecraft are needed to execute the display. The five ships begin by arranging themselves in a circular formation, coming extremely close together – the distances between them may be as small as 10 meters. Once in position, they fly away in opposite directions, igniting their plasma trails as they do so. This produces a spectacular and beautiful 'starburst' effect, from which the maneuver takes its name.

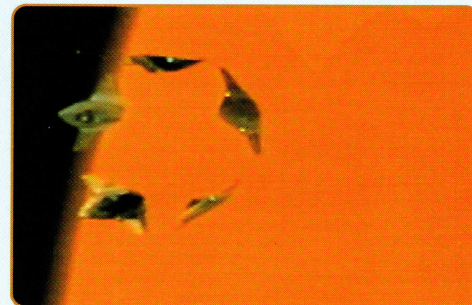
Deadly game

Although the display is impressive, the decision to ban it is made in the 2260s, following the death of five cadets in what is not the first – nor, sadly, the last – Kolvoord Starburst accident.

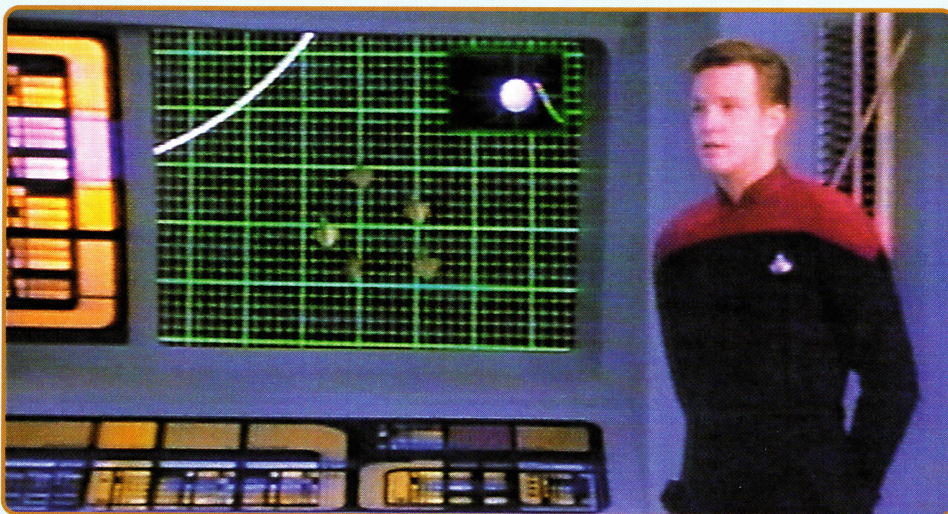
The history of tragedy does not, however, discourage future Starfleet personnel from trying it out for themselves. In 2368, **Starfleet**

Academy's **Nova Squadron**, under the leadership of **Cadet Nick Locarno**, learn about the dangers the hard way when **Cadet Joshua Albert** is killed in his squadron's attempt at the maneuver. The trainer spacecraft piloted by the Nova Squadron members collide in mid-air and, although the other four pilots are able to transport to the safety of the nearby emergency evac station on **Mimas**, all five of their craft are destroyed.

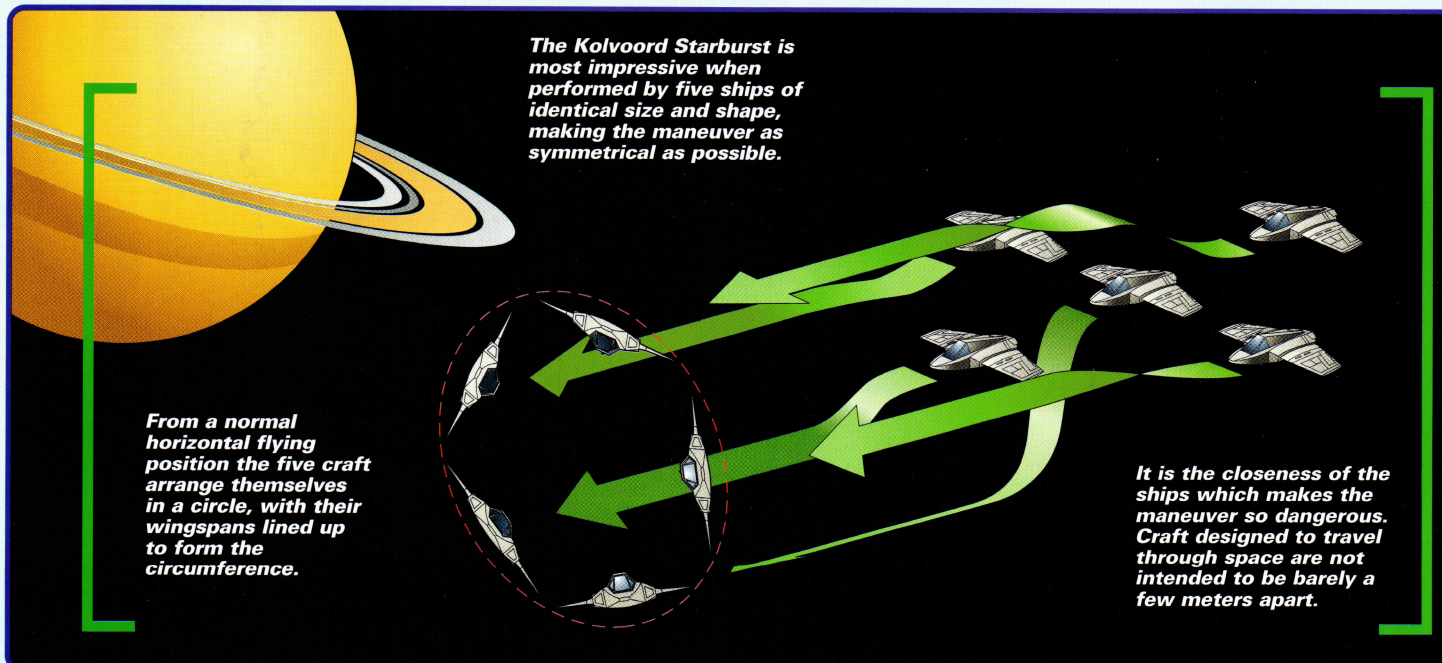
As punishment for both the attempt at the Kolvoord Starburst itself, and his efforts to cover up the cause of the accident, Cadet Locarno is expelled from the Academy. The three other surviving cadets have their academic credits for the year voided.



Long-range scanners pick up images of Nova Squadron attempting the Kolvoord Starburst. Cadet Nick Locarno initially tries to cover up that his squadron had been attempting the banned maneuver, blaming the accident on pilot error.

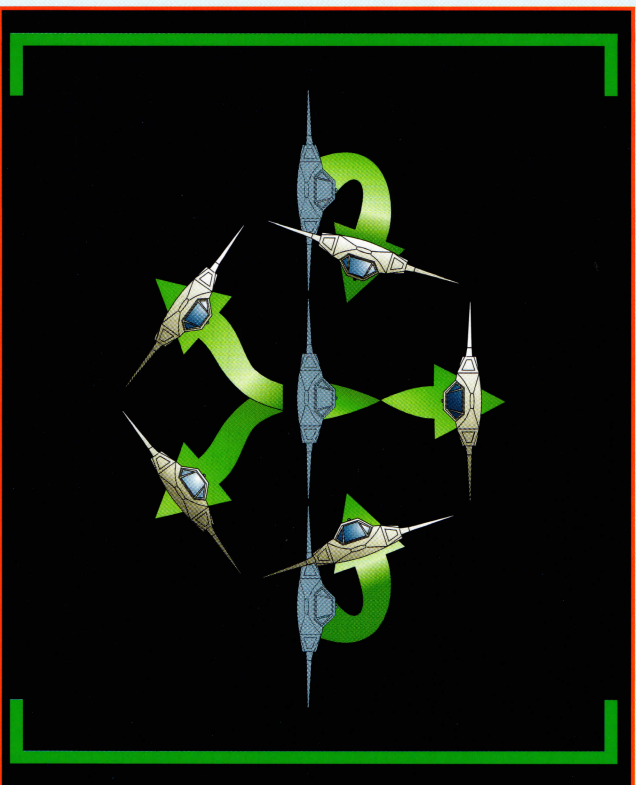


At the inquest held over the death of Cadet Joshua Albert, Nova Squadron leader Nick Locarno has to explain exactly what events led to the fatal accident. But his account is not entirely truthful.

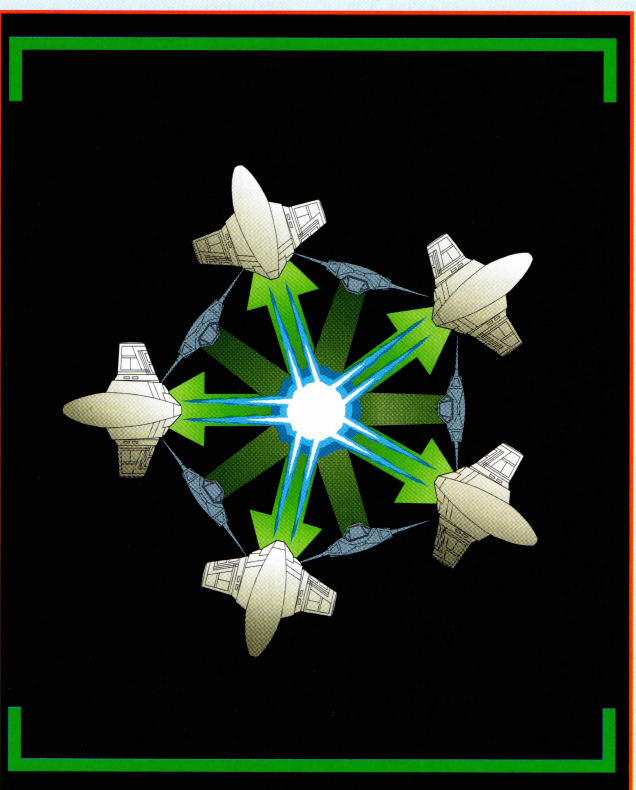


The events leading to the tragic accident in which Cadet Joshua Albert loses his life unfold via the testimony of his fellow cadets and recorded film, which puts the nature of the squadron's activities beyond any doubt. Nova Squadron learns the hard way that Starfleet imposes rules for good reason, and hopefully those not expelled from the Academy will become better officers for their experience. Or, at the very least, they will think twice before ignoring Starfleet orders again.

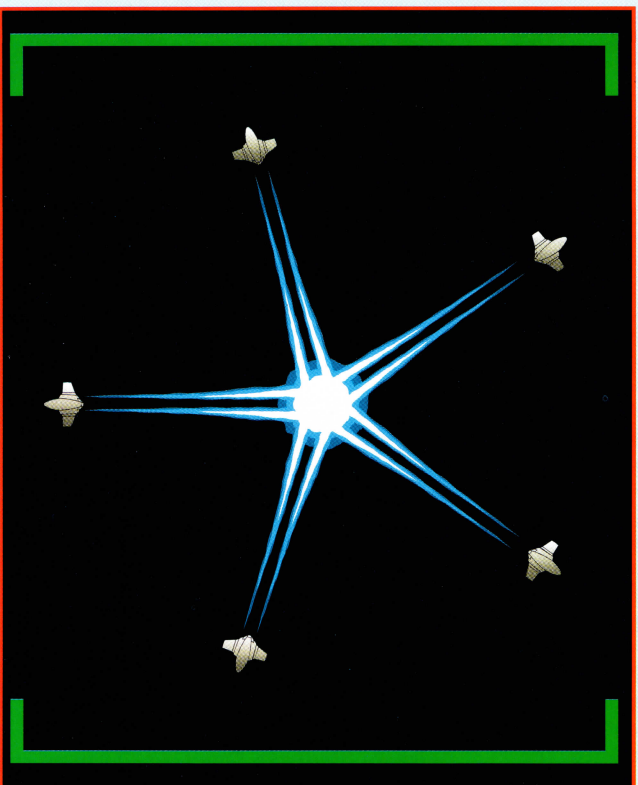
KOLVOORD STARBURST - HARDER THAN IT LOOKS



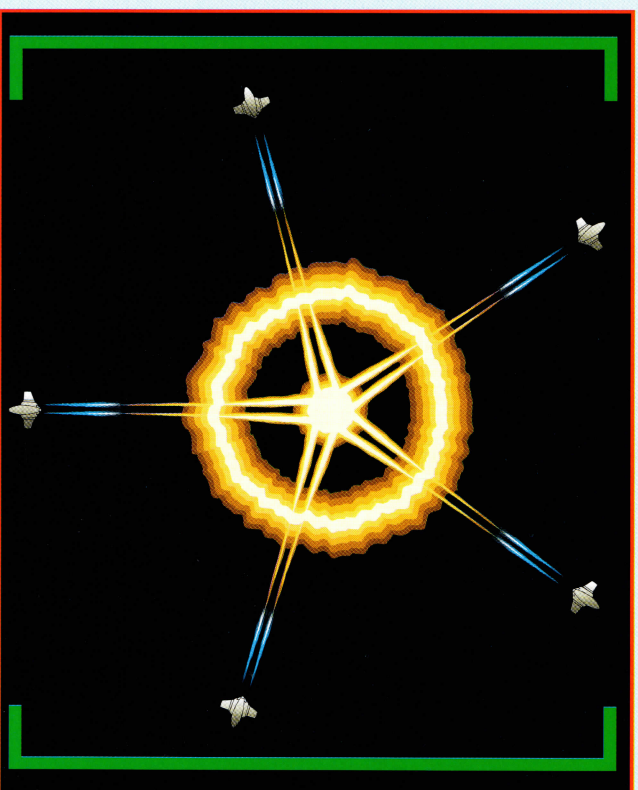
1 The five single-pilot craft begin the Kolvoord Starburst by moving into position. From the normal horizontal flying position, they form a pentagon. The wingspan of each craft forms one side of the shape, and although the wingtips do not actually touch, they come very close together. Sometimes, there can be as little as 10 meters between the ships, which is no distance at all compared with the vastness of space in which they were designed to maneuver.



2 Once the craft are in position, all five face outward, and then fly apart at great speeds. An equal distance is maintained between each ship, which increases as they get further apart. The ships leave bright plasma trails behind them. At the center of the circle, the ships' plasma trails are almost touching. This forms a bright center to the star, with five points leading from it.



3 As the ships get further away from each other, the points of the star become longer. At this stage, the starburst effect looks like a neon-white, five-pointed star. Although impressively beautiful on its own, the highlight of the maneuver is yet to come. It is easy to see why both pilots and observers were loath to give up a practice which yielded such impressive results, no matter what dangers it entailed.



4 The climax of the Kolvoord Starburst comes when the ships are relatively far apart, and their plasma trails are ignited. This not only changes the color of the starburst effect from a bright white to a fiery red, but also creates a circle of fire, which rings the five-pointed star between its center and the ships. A completed maneuver is a joy to behold, but the skill required to execute it is beyond even the standards expected of the most highly trained Starfleet pilots. For all its beauty, the risks involved in staging a Kolvoord Starburst are considered too great.

Q Tests the U.S.S. ENTERPRISE: Part 1

When Q first encounters the crew of the *U.S.S. Enterprise NCC-1701-D*, he puts them on trial for the crimes of the 'barbaric' human race. But, it seems, the more Q learns about humanity, the more he comes to respect us.

The first encounter Q has with the **Federation** comes when he hijacks the *U.S.S. Enterprise NCC-1701-D* en route to **Farpoint Station**.

Since then, Q has gradually learned that humans are not the barbaric fools he first expected them to be.

Starfleet personnel may not have Q's fantastical powers, but they still have an enormous amount to offer the universe. It seems that the more Q tries to taunt them, the more impressed he becomes.

His first encounter with the **Federation** comes in 2364. Q, disgusted with what he calls the crimes of humanity, puts the crew of the *U.S.S. Enterprise* on

trial. He removes **Captain Jean-Luc Picard** and others to a courtroom, and sentences them to death, declaring humanity too barbarous to expand further. Picard convinces Q to let them continue their mission to Farpoint Station so that he can judge humanity's worth through their actions. Though Q tries to goad Picard into a disastrous mistake, the captain behaves admirably and a disappointed Q vows to test humanity again.

A gift of godhood

He does so later in the same year when he gives **Executive Officer William T. Riker** supernatural powers, allowing him to restore two crewmates to

TESTING THE FEDERATION

STARDATE: 41153.7

STARSHIP LOG: 'Encounter at Farpoint'

STARDATE: 41590.5

STARSHIP LOG: 'Hide and Q'

STARDATE: 42761.3

STARSHIP LOG: 'Q Who?'

STARDATE: 43539.1

STARSHIP LOG: 'Deja Q'



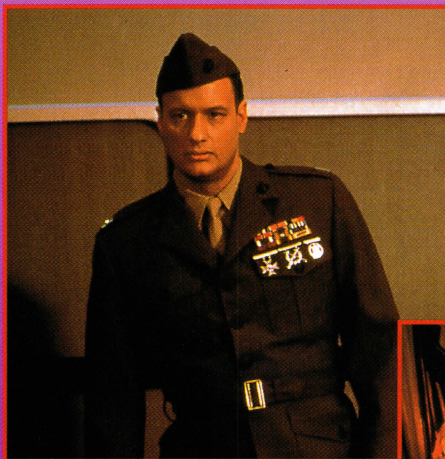
Although it often seems that Q is toying with Federation personnel, he has far more respect for them than he lets on. He believes he has a lot to learn from humanity, and that one day humans may even evolve beyond his own race.



★ Playing with time

Q often appears in historical guises, usually elaborate outfits with trappings of power. On his first meeting with the crew of the *U.S.S. ENTERPRISE*, he takes the role of a judge in a post-apocalyptic Earth court to pass judgment on them.

THE CRIMES OF HUMANITY



★ War crimes

Q appears in the guise of an American aviator from Earth's World War II to remind the *ENTERPRISE* crew of the barbarism of that era, when millions died during six years of vicious warfare.

★ Judgment day

Picard manages to persuade Q to allow the *ENTERPRISE* to continue its mission so that he may judge them on their future deeds. Unbeknownst to the captain, the trial continues for more than seven years until Q is finally satisfied.



★ Second chance

Q uses the post-apocalyptic setting to emphasize the barbarity of the human race. After the destruction caused by nuclear war, areas of Earth fell back into a dark age until the planet was able to rebuild its civilization. Picard claims humanity has learned its lesson, and suggests that Q tests the *ENTERPRISE* crew now, to show how they have changed.

"In all the universe, you're the closest thing I have to a friend Jean-Luc."

—Q

Q tests the U.S.S. ENTERPRISE: Part 1



★ **Naughty boy**
Not all members of the Q Continuum are as reckless and mischievous as the one we know and love. The Continuum find Q's actions as objectionable as his victims, and are fully capable of punishing him when they feel he has stepped too far out of line.

life after they are killed in a skirmish – also engineered by Q, who is testing Riker, betting he will succumb to the thrill of possessing extraordinary powers. Riker offers to grant fellow crew members their dearest wishes, but each turns it down, preferring not to be in any kind of debt to the meddling Q. Riker learns his lesson, but not the one Q intended. Q is called home to the Q Continuum, humiliated at being foiled again.

Face to face with the Borg

Later, when Q is denied a posting on the *Enterprise*, he hurls the ship beyond Federation space, where the humans encounter the dangerous Borg for the first time. As a result of this action, and for spreading chaos throughout the universe, Q is stripped of his powers and banished from the

Continuum in 2366. He approaches his old nemesis, Picard, and asks for asylum. It's clear that although the human race annoys Q, it also intrigues him. He refers to members of the crew as his friends, albeit in characteristically sarcastic tones.

Q has made more than a few enemies on his adventures, and some of these are out for revenge now that he is powerless to stop them. In actual fact, the crew of the *Enterprise* may well be the closest thing to friends Q has in the universe. The gaseous Calamarain life form tries to exact revenge, attacking the ship and Q. However, Commander Data, his own well-being at risk, protects Q. Moved by the android's sacrifice, Q steals a shuttlecraft to lure the Calamarain away. This selfless act impresses the other Q, one of whom appears on the shuttle to

Few friends, but many enemies

★ **Naked and alone**
When the Q Continuum strip Q of his powers as punishment for his behavior, he turns to Captain Picard – the closest thing he has to a friend – for help.



★ **Back to his old tricks**
Q does not appear to learn a great deal from his lesson. Once his powers are restored he's back to playing pranks, this time bringing a mariachi band to the bridge of the STARSHIP ENTERPRISE.

restore Q's powers and his place in the continuum. Overjoyed, Q is immediately up to his old tricks, bringing a mariachi band, cigars and women to the bridge to celebrate. Picard, however, is not amused and orders Q to leave. Before he departs, he rewards Data with a huge laugh to help him

in his quest to understand humanity. Q is unable to repress his impish glee at being powerful again, and Picard suspects the superbeing isn't finished with his fascination with humanity either.

Growing more impressed

If Q really did consider humanity to be as barbarous as he claimed on their first meeting, this view is not one which seems to last. Every time Q meets the crew of the U.S.S. *Enterprise*, he appears to grow more impressed with humanity, with their courage, and their attempts to better themselves. After a few encounters it is clear that he is beginning to see that he has as much to learn from the *Enterprise* crew as they have to learn from him. While they might not consider him a friend in the true sense of the word, they are developing a fascination with Q which may overcome their annoyance.

Q UNDER THREAT



★ **Trying to relax**
Having just discovered hunger pangs, the powerless Q is attempting to relax in Ten-Forward. But his vengeful enemies, the gaseous Calamarain, see his current vulnerable state as a good time to attack.

Wanted by the Calamarain

When Q's powers are removed, many of his enemies take it as a good time to attack. Although he seeks asylum on the U.S.S. *Enterprise*, he isn't completely safe. The Calamarain, a gaseous life form with particular grievances against Q, pursue him to the Federation ship. It is Q's selfless decision to leave the *Enterprise* in order to draw his enemies away which convinces the Q Continuum to restore his abilities.



★ **Great balls of fire**
The Calamarain attack Q with what appears to be a small, glowing ball of solid gas. It passes straight through Ten-Forward's windows and zooms up on the unsuspecting Q.

★ **Got him!**
The ball hits Q and envelops him in a white mist-like energy. Stripped of his powers, there is little he can do to resist. His past has caught up with him.

Spock in the Mirror Universe

'Our' Mr. Spock is stubbornly logical, but his counterpart in a parallel universe is brutal and cold. Will he change when he discovers his logic is based upon a faulty premise?

In Earth year 2267, a severe ion storm has a bizarre effect on the crew of the **U.S.S. Enterprise NCC-1701**. When members of a landing party attempt to teleport back to their ship, they find themselves transposed with the crew of a parallel universe vessel. Similar enough to their

counterparts to avoid raising immediate suspicion, they mainly interact with that world's version of the *Enterprise's* half-Vulcan science officer, **Mr. Spock**.

While still recognizably Spock, the parallel universe **Vulcan** wears a stylish goatee, and a uniform full of medals. This isn't the



★ Prepared to think

While the Spock of the Mirror Universe follows the behavior dictated by his sinister environment, he is ultimately a creature of logic. When he learns the reasons behind his captain's strange behavior, he has to rethink his views on his world and his place in it.

LOYAL TO HIS CAPTAIN IN ANY UNIVERSE

★ Friendship across all barriers

Initially, Spock's concern over Kirk's actions appears to be motivated by his own desire to stay out of the direct line of fire, but he soon proves that underneath is a genuine friendship.



★ Saluting authority

When Captain Kirk is beamed aboard, Spock and Mr. Kyle greet him with a salute reminiscent of those used by the Nazis of Earth's World War II. Such militarism has no place in 'our' Starfleet.

PROFILE ON SPOCK

NAME: Mr. Spock

LIFE FORM: Half-Vulcan, half-human inhabitant of the Mirror Universe

MARRIED: Unknown

OCCUPATION: First officer aboard the *I.S.S. Enterprise*

DISPOSITION: Cold and calculating, capable of inflicting pain and suffering for what he considers 'logical' reasons

FIRST SEEN: 'Mirror, Mirror', 2267



▲ In a darker universe, Mr. Spock operates to a different logic. Loyalty is enforced through torture, and he has no qualms over inflicting terrible pain.

only thing that has changed about Mr. Spock. When **Captain James T. Kirk**, **Lieutenant Uhura**, **Dr. McCoy** and **Chief Engineer Scott** meet him for the first time in the transporter room of the *I.S.S. Enterprise*, within moments Mr. Spock requests **Mr. Kyle's** 'agonizer' to discipline the

transporter chief. This Mr. Spock uses pain to enforce his sense of logic and duty.

Following orders

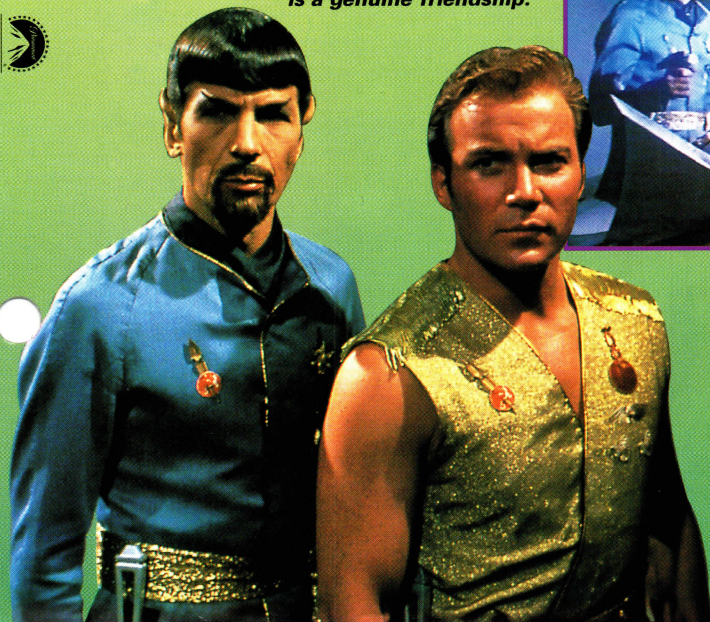
The alternative Mr. Spock follows orders to the letter, no matter how unreasonable those orders may seem to anyone trained in the spirit of peace and exploration of the **Starfleet** we know. An example is the hard-line

★ Spared life

Even when Spock has reported Kirk to the Empire Council and is ordered to shoot him for disobeying orders, he remains loyal to his captain. He tells Kirk what he has been ordered to do, and is curious to know why his friend is acting oddly.



The I.S.S. ENTERPRISE bears a very militaristic crest.



Spock in the Mirror Universe



Unexpected exchange

While 'our' Captain Kirk is on the *I.S.S. Enterprise*, his counterpart from that ship is in our universe. He finds the crew of the peaceful Starfleet exploration ship as much of an aberration as the real Kirk finds the militaristic, fascist regime of the other, but they are two sides of the same coin.

"Terror must be maintained or the Empire is doomed."

— Spock in the Mirror Universe

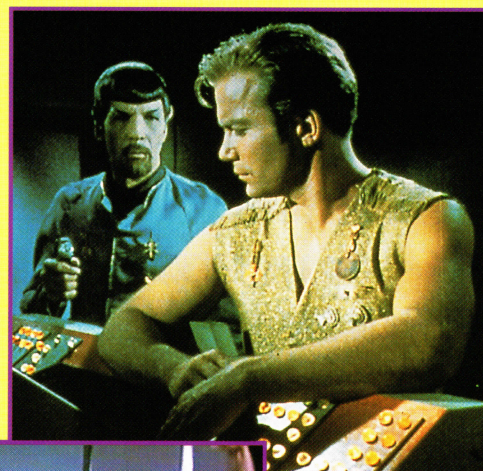
approach he takes to the **Halkan Council**, a culture his captain has ordered be destroyed, so that the *I.S.S. Enterprise* can get at the dilithium crystal deposits housed on their planet. When the Halkan Council refuse to hand over their crystals, Spock only regrets that they've chosen suicide rather than comply with the Empire that he serves. He has no interest in seeking a peaceful solution. When 'our' Kirk gives the Halkan Council an unprecedented 12 hours to return a more convenient decision to the Empire, Mr. Spock reports Kirk's out-of-character conduct to the Empire Council.

Ways of making you talk

This Spock is a man who thinks nothing of inflicting pain on others. When he walks past an 'agony booth', where **Mr. Chekov** is being punished, he comments on the effectiveness of pain as a 'means of discipline'. Unmoved by Chekov's obvious distress, Spock clearly believes that the punishment is a necessary and acceptable evil.

Despite his more unpleasant qualities, we can still see a glimmer of the more familiar Spock in this dark alter-ego. As in our universe, Kirk's second-in-command is fiercely loyal to his captain. When Kirk's course of action concerns Mr. Spock, he points out that there will be consequences for

★ **Logic wins out**
Kirk's decision to give the Halkans more time seems not only bizarre, but in direct contravention of his orders. Spock is compelled to report him for his actions, but is nonetheless curious as to why his captain is acting this way. A less logical man would just have shot Kirk first and worried about the reasons later.



★ Defensive moves

Even though his half-Vulcan heritage makes him stronger than the average human, Spock is sufficiently taken aback by Kirk's attack to be knocked off balance. In any universe, Kirk is a master tactician, no matter what he's up against.

such decisions. It is not a threat, as one might expect in a universe where promotion can be gained by murdering those ahead of you, but merely a warning from a concerned friend that Kirk's misdeeds will reflect on him. Mr. Spock is a careful diplomat even in a universe

where violence and terror reign. He knows that Kirk is a formidable enemy, and Mr. Spock in any universe is a survivor.

When Kirk's demise seems likely, Spock commits a 'breach of regulations' to tell his Captain that he has been ordered to kill him unless Kirk complies with his orders.

Changing perceptions

The most significant event in the life of this Mirror Universe Spock comes when, after confronting the misplaced crew from the *U.S.S. Enterprise*, he mind-melds with Dr. McCoy, and learns how things could be in a more civilized universe.

Faced with the truth, he wants his own captain back, and so helps the doppelgangers leave. But when 'our' Kirk challenges the logic of the Empire, it seems to hit a nerve. Mr. Spock takes the challenge Captain Kirk issues to create a new, more logical vision for the future, a decision which will have far-reaching consequences.

When Major Kira Nerys and Dr. Julian Bashir accidentally return to the parallel universe in 2370, they discover just what Mr. Spock's revolution brought to the Empire and the parallel human race. After Kirk and the *U.S.S. Enterprise* crew return to their own universe, Spock heads a revolution against the repressive **Terran Empire**, which leads to its eventual downfall.

ANSWERS THROUGH AGONY



▲ Extracting secrets

When Spock begins to suspect that something is definitely strange, he attempts to mind-meld with Dr. McCoy to learn the truth. It would appear that there is no such thing as asking questions in a world where everyone is constantly looking over their shoulder, and Spock does not even consider this option.

Pain means gain

In the sadistic Mirror Universe, advancement through the ranks is made by any means possible and, equally, troublemakers must be stopped at the first sign of disobedience. Spock, ever a man of logic, is prepared to inflict pain to maintain the status quo. It is a tried and tested method he knows brings success.

▼ Agonizing reprimand

Mr. Kyle is punished for the problems which occurred when the away team were beamed back. Little does he know quite how much of a mistake he has made.





Turbolifts: Use and Propulsion

Turbolift cars and the interconnecting shafts they use on Federation starships represent the most modern evolution of a longtime Starfleet mainstay, providing convenient and efficient travel around starships, and between starships and space stations.



▲ Turbolifts provide a quick and easy method of travel within starships, which can often be as big as a city. All ranks travel together – there is no private car for the captain.

As starships have grown larger and more complex over the last two centuries, one of the most vital and yet taken-for-granted factors allowing them to do so has been the development of a safe and dependable internal ship turbolift system.

The mighty *Galaxy-class* starships would not be nearly so efficient if not for the handy turbolift routes throughout the ship, which are organized chiefly along two parallel main vertical shafts. These in turn link the horizontal grids on each deck – including redundant lines on Decks 8, 10, 25 and 31, to pick up additional loop routes on the larger decks and shallower sections. Also, a single emergency shaft connects the Main Bridge on Deck 1 to the Battle Bridge on Deck 8.

Designed to last

Materially, each hive-like car includes a cab of microfoamed duranium sheeting, fashioned over a lightweight duranium-composite frame. Electromagnetic conduits along the lengths of each turboshaft propel the three linear induction motors mounted in a car's exterior frame, allowing cars to achieve accelerations of nearly 10 meters per second squared. Such an effect is buffeted by inertial dampers, via a grid installed in each car's base.

Each car also features audio inputs, which can accept vocal commands for any destination, along with other commands such as 'hold' and 'resume.' In addition, the command 'emergency close' will seal the lift doors within a second. The audio system also includes a security voiceprint system to screen for authorized users, and those failing scrutiny will find their car shuttled to a secure area for detaining. Exterior

SMOOTH AND PLEASANT JOURNEY

Without turbolifts, travel around starships would be much slower, especially around larger GALAXY-CLASS ships such as the U.S.S. ENTERPRISE NCC-1701-D. The lift cars are compact and functional. Passengers stand rather than sit, as the journeys are generally short enough to avoid discomfort.

The framework of the turbolift car is constructed of a lightweight duranium-composite framework supporting a main body of microfoamed duranium sheeting.

The 24th century turbolift is operated by voice control, although the control panel is visible and there are occasions when manual controls may need to be used.

The inertial damping matrix at the base of the car reduces the effects of sudden acceleration and deceleration which would otherwise be uncomfortable for the passengers.

The walls of the turbolift cars are thin, but they are extremely tough and durable.

Turbolift doors are opaque, as the closed shafts give no opportunity for passengers to enjoy the view. They open automatically when a car reaches the required deck, but can be opened manually from inside or outside in emergencies.

The roof hatch of the turbolift provides an opening through which personnel can exit in times of emergency. This enables an escape from the turbolift into the lift shaft, where ladders in the walls allow passengers to reach the next level rather than having to wait in the car until a rescue party arrives.

Turbolifts: Use and Propulsion

doors are normally configured to sense a waiting body and open automatically when needed, although doors can be set for manual opening only.

A car's interior decor is chosen to reflect a pleasing sensory environment, often in muted pastel hues and soft lighting. The illumination module disk in the ceiling of each car doubles as an emergency exit. Opposite knobs on its inner rim can be pulled out to release the flat plate with a kick of air, allowing access to the shafts – which feature ladders in the case of the vertical tubes. Cars also feature opaque 'windows' to prevent the feeling of being too boxed in, although there is nothing to see outside the car.

Voice operated

The voice activation command system is ordinarily all that is required for operation by authorized users. However, each car carries an access panel some two feet square, about three feet above the deck, which allows

access to power conduits and consoles that remain lighted even when external power is off. To the right side of this arrangement, access to opti-cable is through a panel covering the bottom third of the right-hand console. Just above, release of the cable cover is gained by one tap to a yellow pad, located two down and two from the right in the eight-space array, followed by two taps to the pad two positions below.

There are normally 10 cars in service, but the number can be doubled during alert situations. In addition, the upper end of Turboshaft 2, at the aft end of the topside Main Bridge, can connect directly to mating points at starbases during docked layovers, allowing through turbolift car movement to and from the ship directly into the shafts at the starbase.

Smooth running

A central network computer figures optimal routes and car availability at any instant, whether in alert or normal status,



▲ As well as the main turbolifts which connect all areas of the ship, some sections have minor, internal lifts. In Main Engineering, small one-person open lifts can be used to move between the different levels.

minimizing waiting time. Changes in car status and priority during alert status can be totally reconfigured or scheduled from the Bridge. However, it has been possible for turbolift override commands from the Main Bridge to be overruled from a halted car's control panel, depending upon the

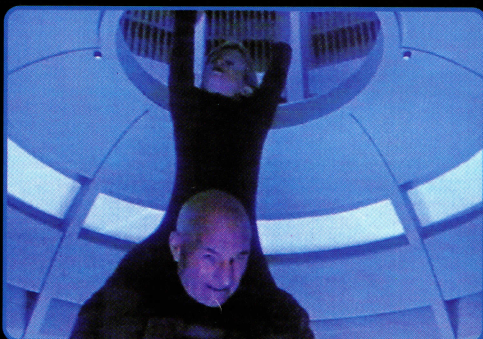
rider/user's knowledge.

The turbolifts, therefore, provide an excellent and highly efficient mode of transport both around ships and between ships and starbases. They thus provide an enormous saving of both time and effort for the **Starfleet** personnel who use them.

EMERGENCY PROCEDURES



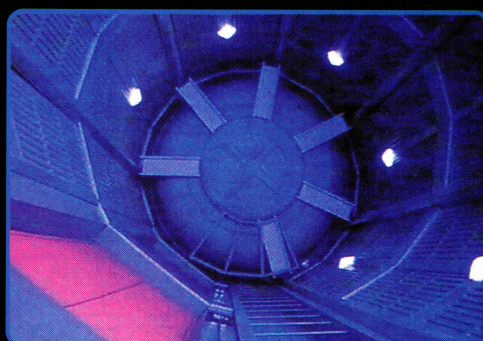
1 When a shipwide emergency traps Captain Jean-Luc Picard of the U.S.S. **ENTERPRISE** in a turbolift with three young children, he decides that the best plan of action is to lead the children to safety through the lift shaft.



2 The hatch in the top of the turbolift car can be opened to allow passengers to exit through it. It is light and easy to remove, enabling even a small child to maneuver it. The hatch is then wide enough for most humanoid adults to pass through easily.



3 The lift shafts are only slightly wider than the turbolift cars, but are well-lit and relatively clean. As the cars are propelled by electromagnetism, there are no cables attached to the lifts as there would have been in ancient systems.



4 The turbolift doors open automatically when the car reaches the required deck, but in emergency situations, where personnel arrive at a deck by traveling through the shaft, the doors can be opened manually from the inside.



5 All lift shafts have a ladder which personnel can use to climb through the shaft once they have left the turbolift car. Although the ladder is steep, both adults and children can use it to safely negotiate the shaft and climb to the next deck.



6 The entrance doors to the turbolift shaft can be opened manually in emergencies, even when the car has not fully arrived on the deck, allowing personnel who would otherwise be trapped to reach safety quickly.

The Warring Computers of Eminiar and Vendikar

On Stardate 3192.1, the *U.S.S. Enterprise NCC-1701* makes contact with the planet Eminiar VII, a culture involved in a deadly game of computerized warfare with its near neighbor, Vendikar.



▲ Mr. Spock inspects the Warring Computers on Eminiar VII. The system seems barbaric, but the Eminians believe the computers allow their culture to survive.

The Eminians and their near neighbors, the Vendikans, are involved in a war that is conducted entirely by a bizarre computer simulation. Only an agreement between the two worlds to conduct the war this way has allowed both cultures to survive the total obliteration that would come with the use of real weapons. However, while the computerized war may have protected cultural monuments and the way of life, by sheltering Vendikar and Eminiar VII from the horrors of war it has actually prolonged the death and suffering.

The computers are destroyed by Captain James T. Kirk and a landing party from the Federation starship *U.S.S. Enterprise NCC-*

1701 in 2267, forcing the two planets to make peace.

War history

Many years before the *Enterprise's* arrival brings the planets to the attention of the Federation, the people of Eminiar VII colonized Vendikar, but since that time the two worlds have been at war. However, instead of actually fighting, the technologically advanced planets calculate destruction and deaths by computer. Under this system, Eminiar VII loses from one to three million people each year from their civilian population, but the planet's culture and way of life is spared.

Computers on one side calculate how an attack is made,



▲ The Warring Computers on Eminiar VII are all contained in a single room. They are large, clumsy-looking machines which stand about 1.5m tall and resemble ancient Earth filing cabinets.

1 Virtual war The continuing war between Eminiar VII and Vendikar may be clean and neat on the surface, but millions die every year all the same. Casualties are decided by calculating where real bombs would have fallen.

Although they contain no real explosives, the planets do launch dummy bombs at each other.

The *U.S.S. Enterprise NCC-1701* is in orbit around Eminiar VII when Vendikar registers a 'hit'. Had the bombs been real, the Federation ship would have been caught in the blast and destroyed.

2 Minimal damage

The computers and disintegration chambers cause war casualties, but leave cities and buildings standing, causing minimal damage to the culture of the two planets. This sanitized approach has allowed the war to last for over five hundred years – much longer than most planets can sustain 'real' warfare.

The two planets see war as inevitable. While capable of realizing that this system does less damage than a real war, they do not seem to have considered fighting no war at all.

In reply to the simulated attacks from Vendikar, Eminiar VII launches computer-generated attacks of its own back toward its neighbor.



The Warring Computers of Eminiar and Vendikar

while computers on the other side calculate the result of the attack. 'Weapons' used include computer models of fusion bombs, which materialize directly over their targets, and tri-cobalt satellites.

Members of the community who are designated casualties of the attack voluntarily enter disintegration chambers, where they meet their deaths. If people on either side were to stop reporting to these disintegration chambers, it would mean the start

of real war, and the end of civilization on both planets. This neat and clean system has allowed the war between Eminiar VII and Vendikar to continue for over five hundred years.

Communicating to kill

The system is run by the head of the **Eminian High Council** and the **Division of Control**. The heads of the Eminian High Council and the **Vendikan High Council** have the ability to communicate over a

direct channel, but the two sides have not done so in centuries.

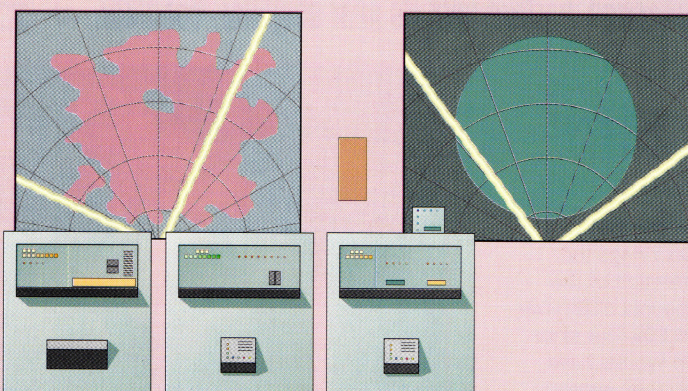
Eminiar's war computers are divided into units, each of which controls a separate function. One unit controls all disintegration chambers, another controls attacks, another defense, and still another computes casualties.

Each unit is a light creme color and is the size of a large filing cabinet. Situation status is indicated by flashing lights on the front of each computer. Vendikar

almost certainly employs a similar setup.

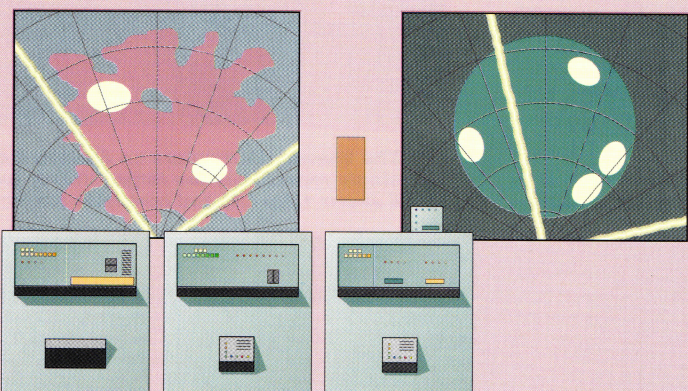
All the units are tied together with a subspace transmission unit, allowing all Eminian computers to be in constant contact with those of Vendikar. If contact between the two warring sides is broken, it means the end of the agreement. Switches on the computer units can be set to link all of them together. By destroying the master computer, the entire system will crash in a dramatic explosion.

3 War room On the back wall of the war room are two large maps. The map on the left is a dull pink, and the one on the right is a dull blue. A long pointer of light that originates at the bottom center of each map constantly sweeps across it, updating the display.



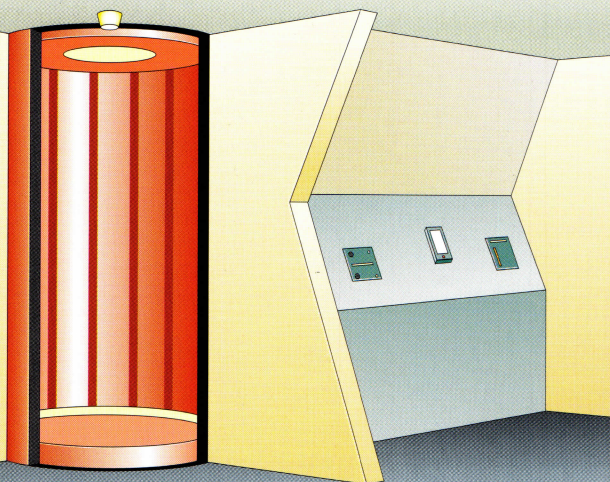
Anan 7, the Eminian leader, consults his computers to update himself on the latest war casualties.

4 Bombed out The sweep on the left-hand pink map turns clockwise only, while the sweep on the right-hand blue map goes one way and then the other. Enemy strikes are marked by colored zones on the maps which register where the enemy 'hits' have occurred.

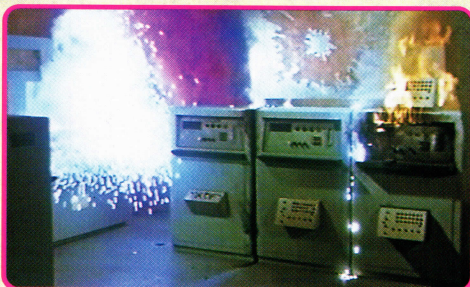


The computer-generated Vendikan bombs register as areas of light on the Eminian viewscreens.

5 Painless death Citizens selected as casualties have 24 hours to report to disintegration booths, where they undergo a clean and painless death. Upon reporting, each 'casualty' enters the chamber one at a time. The red corrugated door slides closed along its circular track. The operator presses a button on his simple control panel, and when the door slides open the chamber is empty.



Citizens designated as war casualties have 24 hours to report. They step into the booth and are completely disintegrated.



The Federation visitors destroy the warring computers, forcing the two planets to finally end hostilities.



'Encounter at Farpoint'

Captain Jean-Luc Picard is impressed with his new command, the *Galaxy-class* *U.S.S. Enterprise NCC-1701-D*, and he has high expectations of her crew. But before they can even begin their mission, Picard must confront a new and powerful adversary — Q.

Captain's Log Stardate 41153.7

"I am becoming better acquainted with my new command, this *GALAXY-CLASS* *U.S.S. ENTERPRISE*. I am still somewhat in awe of its size and complexity. As for my crew, we are short in several key positions, most notably a first officer, but I am informed that a highly experienced man, one Commander William Riker, will be waiting to join the ship ...

Captain Jean-Luc Picard has just taken command of the *U.S.S. Enterprise NCC-1701-D*, which is on its way to Farpoint Station on Deneb IV. Picard's orders are to arrange for the use of the station, and to find how the inhabitants of the planet, the **Bandi**, built it so quickly. Some of Picard's key crew members are waiting for him at Farpoint.

Suddenly, a chainmail cage appears in front of the ship and a man dressed as a sailor from Earth's 16th-century materializes on the bridge. The man tells Picard that "we are the **Q**" and orders him to go back, saying that humans are dangerous and childish. Picard protests, and complains about Q's judgmental attitude. This gives Q an idea, and he disappears.

Humanity on trial

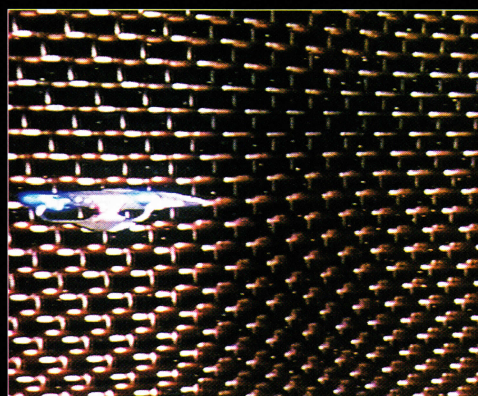
Picard takes the ship to maximum warp, but the cage follows, and it soon becomes apparent that there is no way they can outrun it. Picard separates the ship's saucer section, a highly dangerous maneuver at warp, and takes a skeleton crew including Counselor Troi, Lieutenant Commander Data, and Security Officer Lieutenant Tasha Yar to the battle bridge. As the saucer section carries on to Deneb IV, Picard turns around to confront Q.

Picard and his officers find themselves in a reconstruction of a mid-21st century courtroom, with Q as judge. He has decided to put humanity on trial. Picard accepts that humans have been savage in the past, but argues that this is no longer the case. He suggests that Q test him and his crew. Q agrees, saying that the mission to Farpoint will provide an ideal setting. In the blink of an eye, the *Enterprise* officers find themselves back on the battle bridge.

New friends

On Deneb IV, Commander William Riker visits the Farpoint administrator, **Groppler Zorn**. During their discussion Riker asks for an apple, and a bowl of fruit appears from nowhere. Later, Riker meets **Dr. Beverly Crusher**, the *Enterprise's* new chief medical officer, and her teenage son, **Wesley**. Dr. Crusher tells Riker that she knows Picard: when Wesley's father, **Jack**, died it was Picard who brought his body home.

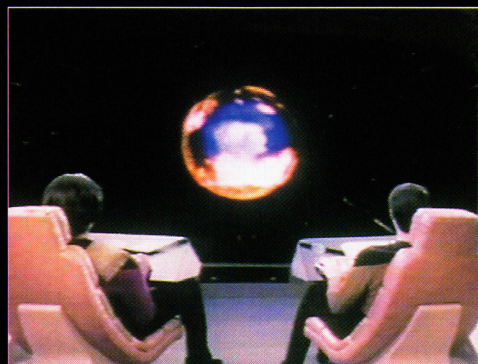
ON SCREEN...



1 Captain Picard has barely had a chance to take command of his new ship when it encounters a strange cage in space.



2 The mysterious Q appears on the bridge of the *U.S.S. ENTERPRISE* and orders Picard to turn back.



3 Even a *GALAXY-CLASS* starship is unable to escape from Q's cage. Faced with capture, Picard separates the saucer section.



4 On the battle bridge, Picard and his senior staff take the drive section to confront their new foe.



5 Q transports the *ENTERPRISE* crew members to a reconstruction of a mid-21st century court. The world that Q has created is very real, and very dangerous.



6 Q tells Picard that he is placing humanity on trial, and that the *ENTERPRISE's* mission to Farpoint Station will be used to judge them.



'Encounter at Farpoint'

Then **Lieutenant Geordi La Forge**, the *Enterprise's* new navigator, reports to Riker – the *Enterprise* has arrived, but without the saucer section. Captain Picard wants Riker to beam up at once.

With the *Enterprise* in orbit, the rest of the crew come aboard. Before long Q makes another visit, and imposes a 24-hour deadline. With time running out, Picard, Riker and Troi beam down to Zorn's office. While they are there, Troi detects feelings of pain and despair, but Zorn denies any knowledge of them, and the *Enterprise* officers return to the ship.

Riker takes an away team down to the planet to examine Farpoint Station. He and Data explore the surface, while Yar, Troi, and Geordi discover some unusual tunnels below ground. As they explore, Troi is overwhelmed by feelings of pain. Riker and Data join them, and they continue to explore the tunnels.

Groppler Zorn is hiding something

Meanwhile, the *Enterprise* detects an unidentified ship entering orbit. The alien vessel starts firing on the old city outside Farpoint Station. Picard orders Riker and Data to kidnap Groppler Zorn, and the rest of the away team beam back to the ship.

Picard orders Yar to lock phasers on the alien ship. At this point, Q appears and criticizes Picard for his primitive behavior. Picard orders **Lieutenant Worf** to put the *Enterprise* in the alien ship's line of fire, but the *Enterprise* controls won't respond.

Riker and Data find Groppler Zorn hiding under a table. The terrified Zorn is about to explain what is happening when he is transported away. The two officers beam back to the ship and join Picard on the bridge, where Q tells Picard to send an away team over to the alien vessel, and then disappears.

Injured aliens

Riker takes Data, Yar and Troi over to the alien ship, which is filled with corridors just like the ones under the starbase. The away team find Zorn suspended in some kind of beam. He is obviously being tortured. The team free Zorn, but the *Enterprise* loses touch with them and Q reappears, urging Picard to fire on the alien ship. The alien vessel returns Zorn and the away team to the

Enterprise, and Picard realizes what is happening: the Bandi had found an injured alien with the ability to manipulate matter, and had forced it to become Farpoint Station. Picard orders the Bandi to evacuate the station, and bombards it with an energy beam. The *Enterprise* crew watch as

the station is transformed back into an alien creature, just like the one in orbit, and the two are reunited.

On the bridge, Q admits that Picard has passed the test, but says that it was only because it was too easy. He disappears, but makes no promises not to return.

ON SCREEN...



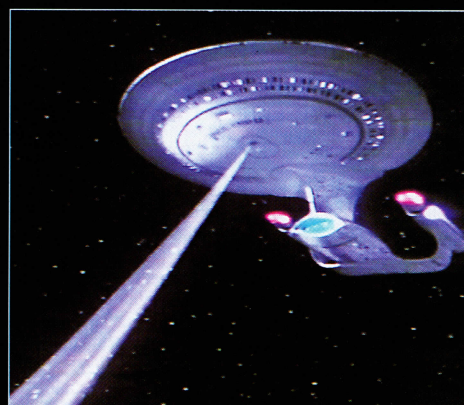
7 In the tunnels beneath Farpoint Station, Deanna Troi is overcome by powerful feelings of pain. It is obvious that the Bandi are hiding something.



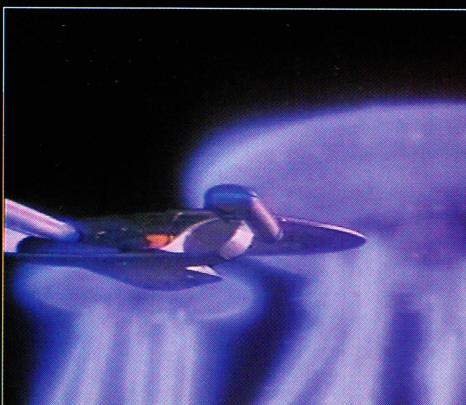
8 Riker and Data watch as the alien vessel begins firing on the old Bandi city. It's time for some answers, and Groppler Zorn can provide them.



9 The away team eventually find Groppler Zorn on the alien ship. He is being held in some kind of energy beam, and it appears that he is being tortured.



10 Despite Q's taunts, Captain Picard realizes what is happening. Farpoint isn't a space station at all – it's a life form, and it's hungry for energy.



11 Revitalized by the U.S.S. ENTERPRISE's energy beam, the wounded alien joins its companion in space. Picard has passed Q's test with flying colors.



12 Q grudgingly accepts that Picard has proved his point. But humans have begun to interest him, and he'll be back to visit Picard again before long.

STARSHIP FACTS

A Before he is given command of the U.S.S. *Enterprise* NCC-1701-D, Picard spends 12 years as captain of the U.S.S. *Stargazer* NCC-2893.

A The U.S.S. *Enterprise* NCC-1701-D is the fifth starship to bear the famous name. Its immediate predecessor, the U.S.S. *Enterprise* NCC-1701-C, was lost in 2344, when it was nearly destroyed defending a Klingon outpost from the Romulans.

'Explorers'

Commander Benjamin Sisko has a new hobby: proving that the ancient Bajoran solar sailing ships are capable of the journeys attributed to them by legend. Meanwhile, on *Deep Space Nine*, Dr. Julian Bashir is determined to outdo an old rival.

'EXPLORERS'

"I don't plan to spend the next few years sailing to Cardassia. All I want is to build one of these ships and prove that it's spaceworthy."

— Commander Sisko

An excited **Commander Benjamin Sisko** starts work building a replica of an ancient **Bajoran solar sailing ship**. According to legend, ships like this may even have reached **Cardassia**. **Chief O'Brien** doesn't believe that the design is spaceworthy, and can't see any way that such a slow ship could have made such a long journey.

Sisko decides to take his ship on a trip to the **Denorios Belt**, to prove that the journey to Cardassia is possible. Meanwhile, **Dr. Bashir** is studying hard: **Dr. Elizabeth Lens**, the only person in his year who did better than him at **Starfleet Medical**, is coming to the station, and he has no intention of being outdone again.

Commander Sisko sets off in his Bajoran ship with his son **Jake** along as a crewman. The ship rides the solar waves just like a sailing ship.

Complications

In **Quark's bar**, Dr. Lens walks straight past Dr. Bashir. On the solar sailing ship, one of the mast supports gives way. Commander Sisko and Jake have to jettison one of the sails. But, despite the damage to the ship, they decide to carry on with their journey.

An extremely drunk Dr. Bashir discusses his situation with an equally drunk Chief O'Brien. The Chief tells Julian that he will have to confront Dr. Lens, but not until the morning, when he can stand up properly.

The Siskos' ship is caught in a **tachyon eddy**, which tears off another sail and accelerates it to warp. When it comes to rest, Ben Sisko's instruments are broken and he has no way of telling where they are. Despondent, he sends out a message to *Deep Space Nine*.

In Quark's, Bashir confronts Dr. Lens. She's surprised — years ago she'd confused him with someone else, and had always thought he was an **Andorian**.

Commander Sisko is hailed by **Gul Dukat**, who congratulates him. Somehow, the tachyon eddy has carried Sisko's ship all the way to Cardassia, proving that the legendary journey is indeed possible.

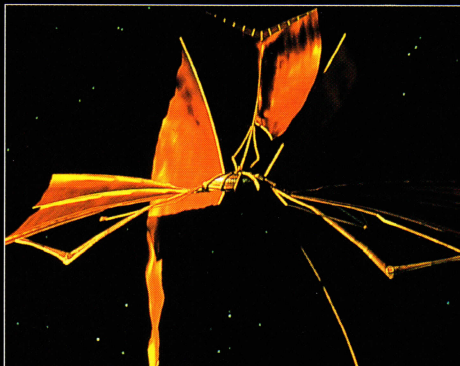
ON SCREEN...



1 In Quark's bar, Dax interrupts Dr. Bashir to tell him that the U.S.S. LEXINGTON, and her chief medical officer, Dr. Elizabeth Lens, are coming to the station.



2 Sisko's ship is a labor of love. To Chief O'Brien's surprise, he insists on using original Bajoran tools. His only concession to modern technology is a gravity net.



3 Sisko's ship sets sail from DEEP SPACE NINE. She may be small and primitive, but what she lacks in power she more than makes up in grace and beauty.



4 The damaged ship is caught in a tachyon eddy. As the tiny vessel accelerates to warp speed, the Siskos hold on for dear life.



5 Bashir is relieved to discover that Dr. Lens doesn't hate him; she simply thought he was an Andorian, because of a mix-up at a party years ago.



6 Gul Dukat congratulates Sisko on completing his voyage. It seems the Cardassians have recently uncovered evidence of Bajoran ships on Cardassia.

STARSHIP FACTS

The Bajorans were using solar sailing ships like Sisko's 800 years earlier.



'Family Business'

She's broken Ferengi law: she's made money, she wears clothes, and she talks to men. She's Quark's worst nightmare — she's his mother, and if he can't persuade her to sign a confession he'll lose everything he has.

'FAMILY BUSINESS'

"You remember how other children used to tease us about her? Your mother won't chew your food, your mother talks to strangers. It's like she went out of her way to embarrass us, not to mention father. No wonder he never made any profit — he was too busy worrying about her."

— Quark

A busy Quark is horrified when Brunt, a representative of the Ferengi Commerce Association, arrives and closes down his bar. It seems that Quark's mother, Ishka, has broken Ferengi law by making profit.

Quark and Rom return to their home on Ferenginar, where they have three days to obtain a confession from Ishka or she will be sold into indentured servitude, and Quark will have to pay restitution. Ishka is far from cooperative, though; she not only refuses to confess, but is breaking another Ferengi taboo by wearing clothes, a practice forbidden to women.

Quark is outraged, and even Rom, who is very close to his mother, cannot persuade Ishka to admit that what she did was wrong.

She's got the lobes

That night, Quark discovers that Ishka has made far more money than anyone, including the FCA, had thought. Even if he sells everything he owns it won't be enough to make restitution. Quark and Ishka have a furious argument. When Ishka criticizes her late husband, Keldar, Quark storms out, determined to turn her in. Rom tries to stop him, and the brothers fight, but Ishka intervenes and Quark leaves.

Rom catches up with Quark in the Tower of Commerce, and brings him an offer from Ishka — she'll split the profits with him. Quark goes back to the house only to discover that Rom is lying. Before matters get out of hand, Rom forces Ishka and Quark to sit down and talk about the situation. Ishka tells Quark how much she loves him, and agrees to do what he wants.

Brunt comes to the house and Ishka imprints the confession. Quark bribes Brunt to keep the whole affair secret and then sets off for Deep Space Nine. What he doesn't know is that Ishka has only told him about a third of her profits.

ON SCREEN...



1 Quark and Rom receive a nasty surprise from Brunt, a representative of the Ferengi Commerce Association. Their mother, Ishka, has broken Ferengi law.



2 Ishka is a radical feminist in the male-dominated Ferengi world. She wears clothes, talks to strangers and even makes her own profit.



3 Quark is amazed at the extent of the profit his mother has made. She has been far more successful than her late husband, or even Quark himself.



4 Rom disagrees with his brother's intended course of action, and the two Ferengi fight. Ishka intervenes to stop the violence.



5 In the Ferengi Tower of Commerce, Quark is prepared to turn his mother in, but Ferengi custom means that he will have to pay for the privilege.



6 Ishka tells Quark how much she loves him, and agrees to declare her profits to the FCA, for the sake of peace.

STARSHIP FACTS

A The FCA discovers only a small proportion of Ishka's profits: three bars of latinum.

A As Ferengi law forbids females from traveling, Ishka has never visited Quark's bar.



FILE 78 STAR TREK GENERATIONS

STAR TREK GENERATIONS Part 7

Captain James T. Kirk is back from the dead to save the universe one last time. On the barren surface of Veridian III, Kirk and Captain Picard have a second chance to stop the desperate Dr. Soran and ensure the safety of the planet.

SEE OTHER FILES...

| | |
|-------------------------------|---------|
| STAR TREK: | |
| THE MOTION PICTURE..... | File 72 |
| STAR TREK II: | |
| THE WRATH OF KHAN..... | File 73 |
| STAR TREK III: | |
| THE SEARCH FOR SPOCK..... | File 74 |
| STAR TREK IV: | |
| THE VOYAGE HOME..... | File 75 |
| STAR TREK V: | |
| THE FINAL FRONTIER..... | File 76 |
| STAR TREK VI: | |
| THE UNDISCOVERED COUNTRY..... | File 77 |
| STAR TREK: FIRST CONTACT..... | File 79 |

The burst of light that swallowed **Captain Kirk** and **Captain Picard** brings the past rushing back: the **U.S.S. Enterprise NCC-1701-D** once again plunges downward ... **Commander Data** tries to level the descent ... **Commander Riker** calls

for all hands to brace for impact. The saucer crashes, hurtling personnel to the floor, and plows across the surface.

Dr. Soran once again finds his path blocked on the metal bridge – only this time it's Kirk in his way. Soran is confused, and Picard is there, too, blocking the other side. Soran leaps down before they can grab him. Picard heads for the launcher as Kirk pursues Soran across the rocky landscape – until he feels Soran's gun in his face. Soran is about to shoot when Picard appears and grabs his arm. Soran knocks Picard off with an elbow, and he and Kirk fight their way up the trestle-tower on the peak, until a punch from Kirk sends Soran tumbling. He manages to grab a rope, and is left dangling off the mountain.

As Kirk and Picard head for the launcher, Soran pulls out a remote control. He aims it, and the missile and launcher are cloaked. The rope breaks free and then catches again, jerking the remote from Soran's grip. It lands on the hanging bridge.

The final battle

Kirk starts for the remote – but Soran swings himself to safety and fires his weapon at the bridge. The rusted metal breaks in half. Kirk grabs hold of the railing as Picard reaches down to him. The energy ribbon appears in the sky, and Soran heads for his tower.

Kirk loses his grip, but Picard grabs his other hand in the nick of time, pulling him to level ground. Kirk tells Picard to head for the launcher, saying he'll get the remote, which is on the other half of the bridge. With typical humor under pressure, Kirk mutters that Picard should call him "Jim", and jumps back onto the bridge.

With the moorings loosening, Kirk leaps, and grabs the grate on the other half. As he dangles, the bridge lurches and the remote falls, but Kirk manages to grab it. He activates it: the missile and the launcher reappear, but the bolts pull loose

ON SCREEN...



1 Kirk and Picard emerge from the Nexus minutes before Picard entered it. There's time to stop Soran, but it's too late for the U.S.S. ENTERPRISE NCC-1701-D. Damaged by the Duras Sisters' attack, it plunges down through the atmosphere.



2 On the bridge, the crew relive the perilous landing, unaware of events elsewhere on the planet's surface.



3 Light from the Veridian sun streaks through the wrecked saucer section. Everything now rests with Kirk and Picard.



4 Primed and ready to fire: Soran has his missile prepared but, hopefully, this time he can be stopped.



5 Never one to shy away from a good fight, Kirk meets Soran on the bridge and downs him with a two-fisted punch.



STAR TREK GENERATIONS Part 7

and the chain-link snaps, plunging Kirk into the ravine.

Unaware of Kirk's fall, Picard races to the launch pad and reprograms the missile controls. Soran aims his weapon, and shouts at Picard to stop. Picard backs away; Soran can't risk a shot that might damage the missile, so he races up to the pad. The ribbon is almost overhead. Soran tries to restore his settings, but the panel keeps flashing: "Locking Clamps Engaged."

With a sickened look, Soran realizes what is about to happen. The missile explodes on the pad, enveloping the doctor and everything around him in geysers of flame.

The smoke clears, revealing Picard making his way to the tangled remains of the bridge. He pulls away the debris from a barely breathing Kirk. Picard assures him that they have succeeded. Kirk smiles weakly, and says "It was fun." Picard then watches as Captain James T. Kirk draws his final breath ... and dies.

Picard makes a simple stone grave on the mountain top. He places Kirk's **Starfleet** wings on the stones, and stands deep in thought in the fading sun.

A new beginning

The following day, Picard is reunited with his crew, who are busily recovering what they can from the saucer. Data has decided to keep his emotion chip after all; but when he and **Deanna Troi** discover a healthy **Spot** the cat, he is overcome. Since he feels happy at finding his beloved pet, Data assumes the tears mean the chip is malfunctioning. Troi promises him that it's working perfectly.

In the remains of Picard's quarters, Riker finds the captain's family album. Picard is grateful to have his true memories back again. As they wander to the bridge, he muses that time is not a predator after all, but a companion reminding them to cherish every moment.

Riker considers this, and walks to the captain's chair. He regrets that he never got to call it his own, but Picard is confident that this won't be the last ship to carry the name *Enterprise*. He and Riker take a last look around, then stand at attention as they are beamed away from the *U.S.S. Enterprise NCC-1701-D* for the last time ...

ON SCREEN...



6 Kirk and Picard are on one side of the broken bridge; the remote, which controls the missile, is on the other. Kirk tells Picard to go after Soran while he takes care of the missile, and he leaps back onto the damaged bridge.



7 The bridge cannot hold Kirk's weight. Although he reaches the remote in time to stop the missile, the bridge gives way, plunging the captain into the ravine. Leaving the *Nexus* for this one last adventure has cost him his life.



8 Picard buries Kirk's body in a simple stone grave on the hilltop, placing the captain's **Starfleet** wings on top of the tomb. It is a simple monument for such a legendary man, but at least his remains have finally been laid to rest. History will no longer record that Kirk died on the *U.S.S. ENTERPRISE NCC-1701-B*, but it is undeniable that he still dies a hero, giving his life so that other **Starfleet** officers might live to fight another day.



9 Searching with Counselor Troi for casualties amid the wreckage of the *U.S.S. ENTERPRISE's* saucer section, Data finds his beloved cat, **Spot**, alive and well. His human-like emotional experiences continue with his deep happiness at discovering his pet alive.



10 Standing on the remains of the bridge, Commander William Riker regrets that he will never realize his ambition to take the captain's chair. Captain Picard assures him that there will be other ships to carry the name *ENTERPRISE* - perhaps one day he will captain one of those.

STARSHIP FACTS

Carrying the name *Enterprise* does not bode well for a starship's chances of a quiet retirement in a **Starfleet** museum. As well as the ship which meets its doom on **Veridian III**, the *U.S.S. Enterprise NCC-1701* is self-destructed by Captain Kirk to prevent its capture by the **Klingons**, while the *U.S.S. Enterprise NCC-1701-C* is destroyed in an attack by **Romulan Warbirds**.